

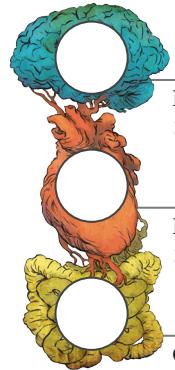


FLESHSCAPE



A roleplaying game by Emanuele Galletto



NAME**NATURE****INJURY**5 or more: **•** on all rolls; 10 or more: **Death****BRAIN**

Being clever, perceptive and accurate.
Use **brain** to resist ambush and deception.

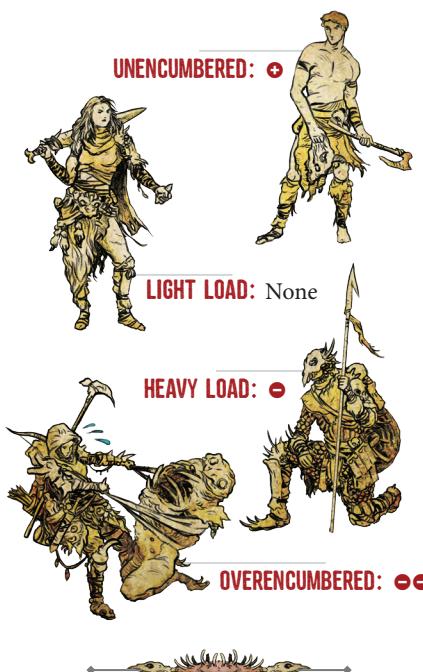
MUSCLE

Physical prowess, resilience and agility.
Use **muscle** to resist physical damage.

GUTS

Courage, willpower and personality.
Use **guts** to resist fear and horror.

DISMEMBERMENT If you take **injury** greater than **muscle** from a single source, roll for dismemberment (p. 6)

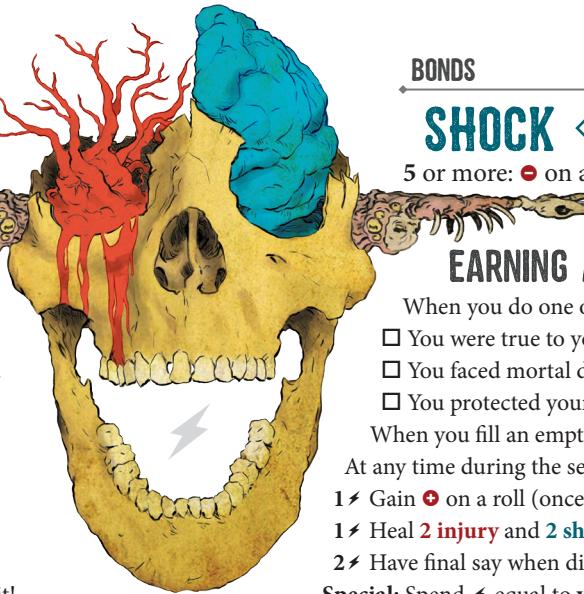
EQUIPMENT AND RESOURCES*What do you look like?*

Gear might grant you **•**, **++**, or **+++** on rolls, or have special qualities.

Use the pictures to determine modifiers to your attacks and physical tasks. The GM has final say on this, unless you spend **2***.

ROLLS

Roll d6 equal to trait.
(Brain / Muscle / Guts)
For each **•**, roll one more d6.
For each **-**, roll one less d6.
Always roll at least one d6.
Never roll more than ten d6.
If you get help, gain **•**.
Each 4, 5, 6 is a **success**.
If you get successes equal to **difficulty** or higher, you do it!

**BONDS****SHOCK**5 or more: **•** on all rolls; 10 or more: **Shattered Mind****EARNING AND SPENDING SURVIVAL**

When you do one of the following during a session, fill the corresponding box:

- You were true to your nature.
- You struggled with your bond(s).
- You faced mortal danger.
- You protected your bond(s).
- You learned something new about the world.

When you fill an empty box, gain **1 survival** (*****). At the end of each session, clear all boxes.At any time during the session, spend ***** to:

- 1*** Gain **•** on a roll (once per roll).
- 1*** Heal **2 injury** and **2 shock**.
- 2*** Have final say when discussing your encumbrance with the GM.

Special: Spend ***** equal to **your total number of gifts** to acquire a new gift (once per session).

GIFTS

- Artisan:** **++** on rolls involving crafting and repair.
- Assassin:** **+++** on your first attack against a target unaware of your presence.
- Athletic:** Permanently increase **muscle** by **1**.
- Cold-blooded:** **-1 shock** suffered (minimum zero).
- Comradery:** When you *help* another character on a roll, they gain **++** instead of **•**.
- Cunning:** Permanently increase **brain** by **1**.
- Feral:** When attacking unarmed, you gain **•** and are considered to be wielding weapons.
- Finesse:** You can roll **brain** for melee attacks.
- Glory Seeker:** On a critical, heal **1 shock**.
- Harvester:** When you collect a resource, spend **1*** to gain an extra copy of that resource.
- Healer:** Allies under your care heal **+1 injury** and **+1 shock** when resting.
- Hunter:** **++** on rolls involving stealth and tracking.
- Inquisitive:** When you *seek knowledge* (p. 6), you may ask an extra question to the GM.
- Inspiring Leader:** Allies in your presence can use your **guts** score when rolling to resist fear and horror.
- Lucky:** Gain **1*** at the beginning of each session.
- Martyr:** When you choose not to resist physical harm, heal **shock** equal to your **guts**.
- Memory Eater:** Eat a creature's flesh and roll **brain** to see into its memories. Human memories are clearer.
- Moulder:** You can roll **guts** to mould (p. 7). Roll on the **moulding oddities** table (p. 7).
- Resolute:** Permanently increase **guts** by **1**.
- Scout:** You suffer no penalties from rough terrain, and always know the direction of the North.
- Sixth Sense:** Characters with this gift always act before everyone else and cannot be caught by surprise.
- Strategist:** At the start of combat, add an advantageous feature of your choice to the area. The GM has final say on what is acceptable, unless you spend **2***.
- Unbreakable:** **-1 injury** suffered (minimum zero).
- Vicious:** **•** on rolls made to kill and injure.

NOTES

TRIBE NAME

DRIVE

ENEMY

ADVANCES

Once per session, players as a group may spend \neq equal to **twice the tribe's total number of advances** to acquire a new advance.

- Alchemists:** \oplus on rolls involving brewing, poisons, and venoms.
- Chroniclers:** When a player character *discovers something new about the world*, they gain $2\neq$ instead of $1\neq$ (it's still once per session).
- Hoarders:** \oplus on rolls made to repair (**item repairing**, p. 6).
- Prophets:** Whenever a player character rests (**resting**, p. 6), roll a d6. On a 6, that character experiences some sort of vision about the future.
- Raiders:** \oplus on rolls made to injure, kill, use brute force or intimidate.
 \ominus on rolls made to socially interact with non-tribespeople.
- Slayers:** When a player character *slays a mighty beast*, they gain $2\neq$ instead of $1\neq$ (it's still once per session).
- Tamers:** When the tribe defeats a beast or monster without killing it, or when they cause it to flee, the players as a group may spend \neq equal to the creature's **threat** (see **example creatures**, p. 7). If they do, the beast or monster is captured and can subsequently be trained by them.
- Warriors:** Members of the tribe are trained for fighting and can always help the player characters during combat.

RESOURCES



JOURNAL OF EXPLORED AREAS

POPULATION

Members of the tribe can *help* you during rolls, if it fits their role.

NOTES



FLESHSCAPE

INTRODUCTION

THE FLESHLANDS

Miles-long carcasses fuse with the sinewy soil. Towering hills follow you with their glowing, restless eyes. Cavernous, toothed orifices hide all manners of twisted creatures. A vast, grotesque expanse of bone, skin, cartilage and meat, sometimes interrupted by rivers and lakes of bile, blood, and other noxious humours.

The Fleshlands.

Legends tell of an ancient time, when the world was different. Some say that if one were to dig deep enough, underneath all the flesh and bone and sinew, they would find enigmatic remains of what was before. But how, and why did things change? No one knows. Some say it was the will of a God; others believe it was the work of the ageless titans known as Dragons. Despite this, it is unclear which one came first: the fleshlands or the dragons themselves. They are without doubt the most powerful beings known, embodying the alien intelligence of the world itself. A world which is very much alive and tends to behave as a creature, driven by unfathomable logic. The fleshscape is always shifting, following the labyrinthine vision of an alien conscience.

A bizarre, unforgiving ecosystem.

A land of monsters... and a land of humans.

THE GAME

In *Fleshscape*, you play the role of leading members of a small, primitive nomadic tribe. You journey through the fleshlands seeking knowledge, resources, or simply looking for a relatively safe place to settle in. Everything you use, wear, or wield comes from the corpse of another creature: you will need to hunt, kill and scavenge in order to survive.

The players should actively explore the world through their characters, worry about their survival, and consider how their actions will affect the rest of the tribe.

The Game Master (GM) should embrace the grotesque, bizarre, and sometimes downright horrific nature of the setting; they should provide snippets of lore and present weird and challenging situations for the player characters to deal with. Filling this twisted fantasy world with opportunities for discovery is your job; it is then up to the players to piece the information together!

The intent of the game is to be played as a dialogue or conversation, with the GM describing a situation or environment and the player characters actively interacting with it (sometimes through **rolls** - see on the right).

It is a chain of action - reaction.

THE ROLL

In *Fleshscape*, only players roll: the GM never does so. Whenever a player character attempts an action where **failure would have meaningful consequences**, the player makes a roll:

- ◆ The player chooses which **trait** (brain, muscle, guts) to roll.
- ◆ The GM determines a **difficulty** for the roll, ranging from 1 (easy) to 6 (inhuman). *The GM always tells the difficulty to the player.*
- ◆ The player rolls a number of d6 equal to their score in the chosen trait. *Equipment, gifts, and other sources might grant you extra dice (+) or reduce the number of dice you roll (-). The GM might also give you + or - based on advantageous or hindering circumstances.*
+ and - cancel each other on a one-on-one basis.
You always roll at least one d6, and never roll more than ten d6.
If one or more allies help you, you gain + on the roll.
- ◆ Each result of 4, 5 or 6 on a die counts as a **success**. If the player rolls a number of successes equal to or greater than the difficulty, their character's action is successful and things go as they wished. Otherwise, the GM describes what went wrong. Player characters have a chance to **resist** (see **resisting**, p. 6) a particularly punishing outcome, such as one causing injury, shock, or worse.
- ◆ If a character succeeds **and** two or more of the dice rolled show a result of **6**, it is a **critical success**: the player may add a favorable element or twist to the action.



CHARACTER CREATION

- 1. NAME** Choose a name for your character.
- 2. NATURE** Write an adjective that represents your character's usual approach to things. When you do so, think about ways to portray it! Try to find a nature that suits your style of play.

Example natures: brave, cautious, competitive, impulsive, playful, protective, reckless, wary.

- 3. ASSIGN TRAIT SCORES** Distribute 9 points among your brain, muscle and guts traits. Each score generated this way cannot be higher than 5 or lower than 2.

- 4. GIFTS** You gain two gifts of your choice.

- 5. EQUIPMENT** You start play with five points of gear of your choice (see **equipment abstraction**). Each item can be worth up to two points.

Example 1: Spear (⊕ to attack + reach), two javelins (**thrown**) and heavy pelts (⊕ to resist **injury**).

Example 2: Bow (⊕ to attack + **ranged**), sword (⊕ to attack) and lizard hide cuirass (⊕⊕ to resist **injury**).

You also have old clothes, a tattered cloak, ten pieces of ammunition (if you need it), and a glimmershard (**basic resources**, p. 6).

- 6. SURVIVAL** You start play with 1 ✕.

- 7. BONDS** Write down a bond with at least one other player character, such as "I always listen to ____'s words", "I owe my life to ____", or "I don't trust ____". You can write new bonds (or erase old bonds) whenever you want during a session, both with player and non-player characters, as long as it fits the story.

TRIBE CREATION

Unlike character creation, tribe creation is a **shared process**.

- 1. NAME** Choose a name for your tribe.
- 2. DRIVE** You are the leaders of this community. What do you seek in your journey? Your drive will help the GM present the group with engaging events that resonate with your goals.
- 3. ENEMY** Something (or someone) is the sworn enemy of your tribe. What is it? Write it down.
- 4. POPULATION** Each player (including the GM) writes down the name of one non-player character, together with that character's role in the tribe. These people travel with you, and might help or hinder you depending on your actions. You will also encounter new people during your travels: some of them might join your tribe and become part of the population. When a player character dies, the player might consider taking the role of one of the other members of the tribe (effectively granting that character the status of tribe leader).
- 5. ADVANCE** You gain one of the possible advances for the tribe.



Character names: Adaman, Alvia, Ambrosia, Ammon, Bianca, Brathan, Cae, Cantho, Cressia, Darin, Eyre, Ganira, Glauco, Heles, Jora, Kime, Kuroa, Laio, Lyle, Misha, Nausicaa, Nume, Onoria, Orios, Phoe, Remo, Riak, Sevia, Synder, Thay, Torrke, Tryss, Valea, Xirri, Zode

Tribe names: Bloodsingers, Crimson Witches, Gray Dreamers, Nighteyes, Pale Seekers, Sunchasers, Yellow Hands, Windbringers

EQUIPMENT ABSTRACTION

Equipment is key to survival in the fleshlands, and you will often have to craft your own (see **item crafting** and **item repairing**, p. 6). Rather than an impossibly long list of items, *Fleshscape* features **abstract equipment**. Every item is worth **one to three points**. Each point either grants ⊕ to rolls where the item is relevant, or represents a special **quality** of the item. Items without noteworthy qualities are usually worth **1 point**. There are five categories of items: **armors and shields**, **consumables**, **tools**, **weapons** and **minor items**.

ARMORS AND SHIELDS These items grant you a bonus when rolling to resist **injury** (p. 6). You can also **break** them to cancel the **injury**.
Example 1: crawl-hound hide shield (⊕ to resist **injury**) - 1 point
Example 2: silkworm vest (⊕ to resist **injury** + light) - 2 points
Example 3: rot beetle armor (⊕⊕ to resist **injury**) - 3 points

CONSUMABLES These are items that are destroyed upon use (drinks, food, bombs and such). They are generally worth **1 point**.
Ammunition is a consumable, with ten pieces of it being worth **1 point**.

TOOLS These items make performing certain tasks easier.
Example 1: hair rope (⊕ to climbing) - 1 point
Example 2: good bonecrafting tools (⊕⊕ to crafting) - 2 points
Example 3: leather sack (**container**) - 1 point

WEAPONS These are the items you use to attack. Melee weapons granting ⊕⊕ or ⊕⊕⊕ to attacks usually require two hands to use (unless they have the **light** quality).
Example 1: bone dagger (⊕ to attacks) - 1 point
Example 2: throwing axe (⊕ to attacks, **thrown**) - 2 points
Example 3: large serrated spear (⊕⊕ to attacks, **reach**) - 3 points
Example 4: titanic fang cleaver (⊕⊕⊕ to attacks) - 3 points

MINOR ITEMS These are items without noteworthy qualities (a cloak, a table, a comb...). They are generally worth **1 point**.

EXAMPLES OF EQUIPMENT QUALITIES

These are the most common qualities. When you need to come up with more, discuss it with the GM and other players to find a good balance.
Brutal - a blow from this weapon might knock the target to the ground.
Container - this item makes it easier for you to transport other gear.
Light - this item should not influence your encumbrance.
Ranged - this weapon allows to attack at great distance, but not in melee.
Reach - this weapon allows to attack enemies that are several feet away.
Thrown - this melee weapon can also be thrown at an enemy.

ADDITIONAL RULES

FOOD AND STARVATION While a tribe travels through an area, its members are assumed to be gathering food and clearblood for themselves (this includes the player characters). If the area is lacking in those resources, however, finding sustenance might become the focus of the entire session.

As a general rule, characters that do not eat or drink do not get the benefits of **resting** and suffer **3 injury** and **3 shock** at the end of each day.

GATHERING RESOURCES You might think that a land made of flesh, bones and organs would be rife with food and resources. Instead, the grotesque matter which forms the environment is rarely edible, and each area has radically different features (acid lakes, mountains of eyes). Meat coming from monster and human bodies is usually safe once cooked, but might cause odd mutations if eaten in its raw state.

- ◆ *It is the player's job to search for resources.*
- ◆ *It is the GM's job to give them the chance to do so by creating interesting environments and challenging creatures.*

In general, a single resource represents enough material to serve the needs of characters for a single situation.

BASIC RESOURCES These are common resources in the fleshlands.

Bone Branches: Flexible branches coming from skeleton trees.

Clearblood: A milky white, tasteless liquid flowing from orifices in the fleshlands. This is what people usually drink.

Fire Larvae: When the body fluids of these large carnivorous maggots are shaken and exposed to air, they burn for about two hours. People use them to produce heat and cook food.

Glimmershard: Fragment from the carapace of a glimmer beetle. Glows brightly when in contact with blood.

Hair Grass: Incredibly strong, used to craft ropes and sewing threads.

Life Amber: A yellowish sap that is sometimes found in the marrow of bone branches. It has healing and analgesic properties when mixed with clearblood and boiled.



DISMEMBERMENT

Roll a d6.

1. **GRUESOME END.** You are brutally killed.
2. **Fountain of blood.** You die at the end of the scene. Make it count.
3. **Ruined spine.** Lose 2 points of **muscle**.
4. **Brain trauma.** Lose 1 point of **brain** and 1 point of **guts**.
5. **Maimed arm.** Lose 1 point of **muscle**. Can't use the arm.
6. **Maimed leg.** Lose 1 point of **muscle**. Can't use the leg.

RESISTING

Whenever the GM describes something bad happening to your character (such as being hit by a beast, ambushed by an enemy, weakened by a poisonous mist or terrified by an otherworldly presence), you can **resist** that event by rolling the appropriate trait.

- ◆ **Brain** resists stealth, deception, and being caught by surprise.
- ◆ **Muscle** resists pain, **injury**, and physical fatigue.
- ◆ **Guts** resists fear, horror, and **shock**.

Depending on what you are resisting, the roll works in a specific way:

- ◆ If you resist **injury** or **shock**, each success reduces them by **1 point**.
- ◆ When resisting anything else, the GM determines a **difficulty**. If you are successful, you avoid the negative effect.

COMBAT

Fleshscape doesn't feature structured combat. When conflict breaks out, the dialogue between players and GM continues as normal. The player characters choose how to act, and based on their rolls they might harm their enemy or suffer retaliation. That's right: adversaries do not get a "turn" to act; if a player fails a roll, the consequence is that the enemy has a chance to hurt them, maneuver, or otherwise gain the upper hand.

AMBUSHED If the player characters are caught by surprise, the enemy gets a chance to hurt them before they can act. Player characters may **resist** the ambush (acting normally if successful) or **resist** the effects of the enemy's actions.

ATTACKING Player characters can make melee attacks (**muscle**) or ranged attacks (**brain**). The **difficulty** is determined by the target's **threat** score (see **example creatures**, p. 7). If you succeed, you deal **1 injury** to the target **+1 injury** for each success you rolled past the difficulty. If the target has **armor**, **injury** is reduced by that amount (to a minimum of 0). When a creature has taken **injury** equal to or greater than its **health**, it is defeated (knocked out or killed, your choice).

BREAKING ARMOR AND SHIELDS When you are about to suffer **injury** from an attack in combat, you may **break** your armor or shield instead of rolling **muscle** to resist (this is useful if the enemy is overwhelmingly strong). If you do, you cancel all incoming **injury** but the item no longer grants you **+** to rolls until it is repaired.

Critical Hits If a character scores a **critical** when attacking, they may deal **+2 injury** or add a narrative effect to the attack (knocking the target to the ground, disarming it, and such).

ITEM CRAFTING The **creation of an item** is a process involving both you and the GM. First, think about the item's qualities and the kind of benefits it might give you.

- ◆ Based on this, determine how many **points** the item is worth.
- ◆ For each point, consume an appropriate **resource** decided by the GM.
- ◆ Make a **brain** roll with **difficulty** equal to **twice the item's points**.
The GM might give you + or - based on the circumstances.
Crafting tools and assistance from other characters can help too.
If you want, you may reduce the difficulty of the roll by giving your item some kind of flaw (cumbersome, fragile, requires resources to use...) or by consuming additional resources in the attempt.
- ◆ If you succeed, you get the item! If you fail, you lose all resources.

Example: Chris wants to craft a spear that uses fire larvae fluids to immolate the target. It is a very unusual weapon; Chris and Laura (GM) opt for three points (**-**, **flame**, **reach**). Laura establishes that the three resources required will be **bones**, **sinew**, and **fire larvae**. Still, the difficulty of the check is a daunting **6**. Laura suggests a possible flaw: each attack with the spear will need to consume a larva in order to set the victim aflame. Chris asks if consuming one more **bones** resource would help: Laura is okay with that, reducing the difficulty from **6** to **4**.

ITEM REPAIRING Fixing a broken item is a similar process to crafting it; however, the item's **point** value is treated as if it were lower by 1 (to a minimum of 1). Thus, repairing an item normally requires one less resource and the difficulty of the **brain** roll is reduced by 2.

RESTING When a character rests (which requires about six hours of sleep), they heal **injury** equal to their **muscle** and **shock** equal to their **guts**. A character can rest only once per day.

SEEKING KNOWLEDGE The fleshlands are largely unknown, and your journey will lead to many unsettling discoveries. When you want to **investigate someone or something**, roll **brain**. For each success, you may ask the GM a single question about the object of your examination. The GM will answer each of your questions truthfully.

SHATTERED MIND AND DEATH

- ◆ When your **shock** reaches 10, your mind breaks.
- ◆ When your **injury** reaches 10 or one of your traits becomes 0, you die. In both cases, you will no longer be able to play the character. You and the GM decide how things happened storywise, but:
 - ◆ All your remaining **-** is passed on to your next character.
 - ◆ All other player characters immediately suffer **2 shock** and gain **1 -** due to the traumatic experience.

MOULDING

EXAMPLE CREATURES

There are people in this world that share a preternatural, visceral bond with the blood, bone and flesh that comprise both the land and its creatures. These individuals are known as *moulders*, but some call them witches, shapers, or simply freaks.

Through sheer force of will, moulders can manipulate organic matter. They might heal wounds, open veins, or shatter bones. It is unknown what determines the limits of a moulder's potential (if any).

HOW TO USE IT A character with the gift of moulding can roll **guts** to use their power to affect the environment. The difficulty of the roll will depend on the magnitude of the effects the player character is aiming for. The GM and the player should discuss this together. In general, a minor effect with a single target entails a difficulty of 2; manipulating an area or enhancing the beneficial or destructive potential of the moulding raises this difficulty.

Example 1: healing **1 injury** from a creature is a difficulty 2 roll.

Example 2: breaking the horn of a cloudspear is a difficulty 3 roll.

Example 3: shattering the carapace of a knight angler is a difficulty 4 roll.

Example 4: crushing the core of a falseblood ooze is a difficulty 5 roll.

Example 5: stopping the heart of a dragon flea is a difficulty 6 roll.

Additionally, the first time you try to accomplish a certain effect with your moulding, you suffer **-** on the roll.

When a player character fails a moulding roll, the GM might have them suffer **shock** equal to the difficulty of the roll. Any other consequences for the failure are still perfectly fine, obviously (and can be resisted).

Several powerful monsters are able to mould as well; the most known (and feared) are the dragons themselves. Unlike player characters, monsters can usually mould at will, but they tend to be limited in the kind of effects they can produce. As is often the case, only humans and particularly intelligent creatures are capable of true creative thinking.

MOULDING ODDITIES

Roll a d6.

- Snake eyes.** Your eyes have vertical slits.
- Albino.** You have white skin and silver hair. Some people call you "clearblood" or "witchfolk" because of this.
- Shark teeth.** You have multiple rows of pointed teeth.
- Tailed.** You have a long, prehensile tail. Its appearance may vary.
- Hollow.** You are immune to illnesses. You are also sterile.
- Unnaturally elastic.** You are able to partially compress your body, in a manner similar to that of a cat.

CREATURES DESCRIPTION

- ◆ **Threat** measures how hard it is to deal with the creature; it sets the difficulty for rolls the player characters make against the creature.
- ◆ **Force** is the average **injury** dealt by the creature.
- ◆ **Health** represents the creature's well-being.
- ◆ **Armor** reduces **injury** dealt to the creature.
- ◆ **Instinct** represents the creature's usual behavior and urges.
- ◆ Creatures might also have special abilities.

CLOUDSPEAR

Ever-hungering horrors of the sky.

Threat 3; Force 4; Health 15; Armor 1.

Instinct feed on anything, living or corpse.

Resembling huge manta rays with a long, narwhal-like horn protruding from their front, cloudspears are driven by a ceaseless hunger. A large part of their abdomen processes the food they ingest into a highly flammable gas, which they eject at high pressures in order to fly. They rarely land, even when sleeping; this compels them to store large quantities of food, becoming bloated and fat. Some cloudspears grow to reach a wing span of about 60 feet. There are rumors about a tribe of men that trains cloudspears and uses them as mounts.

CRAWLHOUND

A 4 meters long centipedal hound. Quite cunning.

Threat 2; Force 4; Health 10; Armor 1.

Instinct chase prey, protect nest and eggs, ambush from below.

Crawlhounds can easily burrow through soft flesh and muscle. They gain +1 **threat** when fighting, hunting, or sneaking.

DRAGON FLEA

Disgustingly fat flea, the size of a small building.

Threat 5; Force 6; Health 30; Armor 3.

Instinct feed on all living things, wander the fleshlands.

Dragon fleas are a walking disaster. Their bodies house thousands of parasites, and their drool can soften flesh and cause it to fall apart. The overwhelming smell of decomposition surrounding them is such that being nearby one of them causes **5 shock**. Interestingly enough, these creatures owe their name to the fact that they often infest *true* dragons. This should give you a hint of a true dragon's size and power.

FALSEBLOOD

Amoeba-like ooze, hiding within fluids.

Threat 4; Force 4; Health 8; Armor 2.

Instinct hide, ambush prey, consume everything but the bones.

Falseblood is actually an entire group of unicellular oozes that take on the appearance of fluids (yes, even clearblood). While not moving, they are indistinguishable from the normal liquid.

GLIMMER BEETLE

Cat-sized firefly with a sturdy carapace.

Threat 2; Force 3; Health 6; Armor 1.

Instinct suck blood, lay eggs within victim, feed and protect hive queen. Glimmer beetles can fly on six wings, and their bite can slow or paralyze the victim (difficulty 3 to resist). They shed light when full with blood.

HOOKWORM

Snakelike abomination with a hook-filled body.

Threat 2; Force 3; Health 5; Armor 0.

Instinct give birth to countless offspring, feed on brains and marrow. Hookworms coil around their prey and use their lamprey-like mouth to burrow through its flesh and bone. Removing a hookworm from its victim is a difficulty 3 **muscle** roll.

KNIGHT ANGLER

An extremely dangerous humanoid crustacean.

Threat 4; Force 4; Health 10; Armor 2.

Instinct inscrutable motives.

Knight anglers resemble towering humans, but are covered in a translucent exoskeleton. They are immensely strong and fight at distance with the spaded tip of their long, serrated tail. They are highly intelligent, but rarely communicate with humans. Some of them can mould.

SCREAMING EEL

Amphibian terrors from the bile pools.

Threat 2; Force 4; Health 12; Armor 2.

Instinct feeding, protecting the nest.

Eyes white and blind, screaming eels rely on echolocation to hunt their prey. The soundwaves from their calls often cause human ears to bleed. Screaming eels gain +1 **threat** when moving through a liquid. Their thick, black skin is impervious to acid and corrosion.

TRUE DRAGON

Ageless, godly aberrations of the fleshlands.

Threat 6; Force 10; Health ???; Armor 5.

Instinct their alien will is impossible to understand.

True dragons can barely be considered a species: each one is completely different from the other in both appearance and abilities. They are the closest thing to the alien power that changed the world into its current form. One thing all dragons have in common is the titanic size, their monstrous bodies often spanning several kilometers. Many of them can fly, and the large majority possess moulding powers. While it is inconceivable for humans to do so, true dragons *can be killed*. When this happens, it is often because of a battle with another dragon. The corpse of a true dragon is rife with resources, but the parasites that infest it can keep even the bravest away; despite this, there has been talk of tribes dwelling within the remains of a true dragon.

RANDOM TABLES

FLESHSCAPE FEATURES AND IDEAS

Roll two dice.

d6 d6 Feature

1	1, 2	Bottomless orifices. Some are empty, resembling huge fleshy tunnels. Others are filled with gurgling digestive juices. Lair to some kind of beast? Part of a larger being?
1	3, 4	Large toothed cavern resembling a giant mouth. The entrance opens and closes depending on the time of day. Infested with bioluminescent, blood-drinking larvae.
1	5, 6	Slimy, hairy pale stalks emerging from the ground, three to nine meters long. They vibrate at irregular intervals. On top of each stalk is a vaguely humanoid visage. They seem to follow the course of the sun.
2	1, 2	Scattered on the ground are dozens of small statues, carved in bone. They portray horrifyingly grotesque creatures, the likes of which you have never seen. Some are coated in a weird, sticky substance.
2	3, 4	Vast forest, whose trees are actually made of bone (called <i>skeleton trees</i>). The “vegetation” seems to have been infected by some kind of parasite; yellow-brown patches stain the ivory white trees.
2	5, 6	Great valley filled with foul-smelling vapours. At the bottom rests a great lake, its surface greenish and boiling. Getting closer causes lacrimation, coughing, and loss of consciousness.
3	1, 2	Column of flesh emerging from the landscape, similar to a severed limb. Bone and leather structures protrude from it, a clear sign that the area is inhabited.
3	3, 4	Large, steep hill or mound covered in wrinkly skin, dry and rough to the touch. Here and there, man-sized eyes open and close, silently observing anyone who passes by.
3	5, 6	Long tunnel, its interior filled with rows upon rows of serrated teeth. No end in sight. <i>Are the walls closing in?</i>
4	1, 2	High among the bare branches of a titanic skeleton tree, a nest the size of a small village. It seems to be composed of a reddish, semi-transparent substance that solidified around the countless corpses of... preys?
4	3, 4	Oval lumps of bright pink flesh, pulsing rhythmically. They seem to be anchored to the ground with small, hooked limbs. When they are not watched, they slowly crawl towards the closest source of heat.
4	5, 6	An extensive network of intestines, scorching hot and crisscrossed by large veins. They seem to be pumping some substance towards the top of a nearby mountain.
5	1, 2	Underground pool overflowing with cold, reddish-purple ichor. Long, sleek shapes can be seen moving beneath the surface. Chunks of flesh and bone form a small mound, emerging from the center of the pool.
5	3, 4	What little remains of another tribe's camp. There is food and tools lying around; clearly they left in a hurry. Suddenly, a sharp cry from one of the tents. What was that?
5	5, 6	The ground appears to be infested with arm-sized, disgustingly fat maggots. It is rotten, literally collapsing under your feet!
6	1, 2	Dozens of corpses strewn on the ground (1-3 all humans; 4-6 some monstrous). Their back was torn open, sliced vertically with surgical precision. The spinal cord removed or sucked away.
6	3, 4	Vast expanse of mottled, smooth skin stretching in all directions. In the distance, a massive ivory spire pierces the surface and reaches for the sky. The spire is covered in elaborate markings and motifs.
6	5, 6	A large settlement at the top of a hill, its sides filled with thorns and serrated teeth that make for a natural defense.

PEOPLE OF THE FLESHLANDS

Roll one die.

d6 Encounter

1	A group of beast hunters, armed to the teeth. They have been chasing a particularly stubborn quarry for days, and would gladly share their techniques with the player characters in exchange for their help.
2	Three beautiful, androgynous travelers have been spotted by members of the tribe. They are clad in extremely ornate, shiny carapace armor. Will they approach the tribe?
3	A band of Silencers, a warrior cult determined to eradicate moulders from the fleshlands. Fanatical and zealous in their pursuit of the <i>immaculate blood</i> , supposedly able to “cure” moulding. Deadly.
4	A small group of individuals accompanied by a large ox-like creature. On its back, dozens of bags and containers hold countless sheets of parchment, written in blood. Will the pilgrims share their knowledge?
5	A caravan of joyous men and women of all ages, led by a young and extremely charismatic individual. Their goal? To find and become worthy sacrifice for a true dragon.
6	A towering, humanoid stranger cloaked in tattered garments. Wielding a bizarre sword made of an incredibly resilient material (<i>is that steel?!?</i>), the outsider speaks in a weird, convoluted tongue.

ART, LAYOUT AND GAME DESIGN

Emanuele Galletto

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INFLUENCES

You should play these:

- ◆ **Blades in the Dark** (tabletop roleplaying game) by John Harper and Evil Hat Publishing
- ◆ **Bloodborne** (PlayStation 4) by From Software
- ◆ **Dungeon World** (tabletop roleplaying game) by Adam Koebel and Sage LaTorra
- ◆ **Monster Hunter** (various consoles) by Capcom
- ◆ **Symbaroum** (tabletop roleplaying game) by Järnringen



INFLUENCES

You should watch or read these:

- ◆ **Alien** (movie) by Ridley Scott
- ◆ **Berserk** (manga) by Kentarō Miura
- ◆ **Claymore** (manga) by Norihiro Yagi
- ◆ **Hellraiser** (movie series) by Clive Barker
- ◆ **The Dream-quest of Unknown Kadath** (novel) by Howard Phillips Lovecraft